MASTERPIECE + THE BIG, BEAUTIFUL UNIVERSE

ANYONE CAN WEAR THE MASK: CITYSCAPES

CityScapes are pre-generated superhero scenarios, with detailed information on a Hero, their City, and the various threats that put that City in peril. Use it to dive into a game of Anyone Can Wear the Mask, or drop the characters and locations into your superhero RPG of choice!

MASTERPIECE

THE HERO

BIOGRAPHY

WHO IS MASTERPIECE?

As long as he has been alive, Masterpiece (He/His pronouns) has inspired people to create. He was born as a programmable flute player in the 9th century. But ever since his earliest days, an endless series of artists, musicians, and thinkers added their touch to what was known as "The Great Unfinished Masterpiece." With every new artist, he'd be given new instruments, new additions, new powers. In time, he would have a body, and then a computer brain, and then (after a brief stint in England in the 70s), dreams of seeing the stars and a full suite of simulated backing vocals.

In time, he would wake up and achieve sapience (though, to hear him tell it, "I was alive from that first collaboration; every addition to my person was just another step on my journey to being me."). And eventually... Well, even gods get bored of living in the shadows. So now, Masterpiece wanders the world (and the stars, and the multiverse, and the things beyond even that). He creates, and he journeys, and he helps people, and as he does, the Masterpiece continues to grow.

POWERS + ABILITIES

WHAT CAN MASTERPIECE DO?

- **Sound Control,** Inside Masterpiece, there is a thousand-plus years of technical innovation, cutting-edge science, and precision-crafted art. This has given him complete control over sound--from sonic blasts to total silence, from musical symphonies only one person can hear, to flight on supersonic waves. If you can imagine it, Masterpiece can do it.
- **Big Hecking Robot:** Masterpiece is also a seven-foot-tall, quarter-ton robot. He can hold his own in a fight, even if he doesn't like to do so.
- **Gadgets, gadgets, gadgets:** One of the most unique things about Masterpiece is how he almost innately inspires people to want to add to this great unfinished symphony. People are constantly working with Masterpiece to add new powers, gadgets, and capabilities, giving him an endless supply of new, untested abilities.

STRONG SUIT

HOW DOES MASTERPIECE HELP THE BIG, BEAUTIFUL UNIVERSE?

- **The Icon They Look to for Inspiration (Strong Suit: Diamonds):** "I can help people, protect people, but also uplift people and inspire them. I believe it is my purpose to help as many people as possible. Some days, that's sharing my music with people who need to hear it. Others, it's blasting an asteroid out of the sky with a sonic blast. You do what you gotta do, y'know?"

THE BIG, BEAUTIFUL UNIVERSE

THE CITY

"Earth is the tip of the iceberg." - Masterpiece

Masterpiece being as powerful as he is, he has made it his mission to see everything there is to see, and help everyone he can along the way. Thankfully, there's no shortage of things to see and people to help out there in the cosmos.

DOMAINS OF THE BIG, BEAUTIFUL UNIVERSE

Earth (Diamonds): The planet we share. The planet we live on. The planet Masterpiece has sworn to protect. In a word, Masterpiece's home.

- **Locations:** Bright, shining cities; mountaintops that pierce the sky; rich jungles and forests and tundras and deserts, all teeming with life

The Cosmos (Hearts): There are a million stars out there, each with planets and moons, distant galaxies bright with life almost wholly recognizable from our own. Masterpiece dreams of walking among them, making friends and helping however he can.

- **Locations:** A The ice caps of Mars; the ruins of an ancient alien world; the domain of the Grand Galactic Council; the restaurant at the edge of the universe

The Outer Reaches of Reality (Clubs): There are sights to see beyond the furthest reaches of space. Sights to see and lessons to learn that could bend the nature of human conception far beyond its limits. And Masterpiece loves a challenge.

- **Locations:** The Subatomic Microverse; The Infinite Null Void at the Bottom of the Ocean; The Realm of the Gods & the Heart of Magic; The Secret at the Heart of Everything

The Multiverse (Spades): This Earth is one of Many. Infinite variations. Infinite possibilities. Infinite wonder. One merely needs to know how to step between realities..

- **Locations:** The Realm of Magic & Gods; Alternate Earths with Alternate History; The Mirror Dimension Where Evil is Good & Good is Evil (You Gotta Have One of Those!); The Punch Dimension

THREATS TO THE BIG, BEAUTIFUL UNIVERSE

This universe is Masterpiece's home. These people, whether human or extraterrestrial or cosmic or who-knows-what, they're his family. And when someone is trying to hurt your family, you fight until you can't fight anymore. Then you keep fighting.

- **Natural Disasters:** From volcanoes and floods to universal implosions and tears in the space-time continuum, if people are in danger, Masterpiece is willing to step into action.
- **Cosmic Menace:** From the Undoers of Null, to the Planesmasher, to the Never-Was-and-Never-Will, to just plain old Corporate Greed, there are forces dead-set on reducing the universe to ash. Masterpiece will not let that happen.
- **Fascists:** Doesn't matter where you go in the multiverse or what purpose you were built for. If you see a Fascist, you punch a Fascist.

CREDITS

- **Writing:** Jeff Stormer
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